# Assignment 3

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a) Combinations twice and triple
Number of classes: 5
Number of attributes: 4
('Blood_Type', 'Give_Birth')
('Blood_Type', 'Can_Fly')
('Blood_Type', 'Live_Water')
('Blood_Type', 'Give_Birth', 'Can_Fly')
('Blood_Type', 'Give_Birth', 'Live_Water')
('Blood_Type', 'Can_Fly', 'Live_Water')
('Give_Birth', 'Can_Fly')
('Give_Birth', 'Live_Water')
('Give_Birth', 'Can_Fly', 'Live_Water')
('Can_Fly', 'Live_Water')
b) Single attribute rules
Blood_Type=warm->mammals
Blood_Type=warm->birds
Blood_Type=cold->reptiles
Blood_Type=cold->fishes
Blood_Type=cold->amphibians
Give_Birth=yes->mammals
Give_Birth=yes->fishes
Give_Birth=no->mammals
Give_Birth=no->reptiles
Give_Birth=no->fishes
Give_Birth=no->amphibians
Give_Birth=no->birds
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Can\_Fly=no->mammals

Can\_Fly=no->reptiles

Can\_Fly=no->fishes

Can\_Fly=no->amphibians

Can\_Fly=no->birds

Can\_Fly=yes->mammals

Can\_Fly=yes->birds

Live\_Water=no->mammals

Live\_Water=no->reptiles

Live\_Water=no->birds

Live\_Water=yes->mammals

Live\_Water=yes->fishes

Live\_Water=sometimes->reptiles

Live\_Water=sometimes->amphibians

Live\_Water=sometimes->birds

## c) Double attributes rules

Blood\_Type=warm^Give\_Birth=yes->mammals

Blood\_Type=warm^Give\_Birth=no->mammals

Blood\_Type=warm^Give\_Birth=no->birds

Blood\_Type=cold^Give\_Birth=yes->fishes

Blood\_Type=cold^Give\_Birth=no->reptiles

Blood\_Type=cold^Give\_Birth=no->fishes

Blood\_Type=cold^Give\_Birth=no->amphibians

Blood\_Type=warm^Can\_Fly=no->mammals

Blood\_Type=warm^Can\_Fly=no->birds

Blood\_Type=warm^Can\_Fly=yes->mammals

Blood\_Type=warm^Can\_Fly=yes->birds

Blood\_Type=cold^Can\_Fly=no->reptiles

Blood\_Type=cold^Can\_Fly=no->fishes

Blood\_Type=cold^Can\_Fly=no->amphibians

Blood\_Type=warm^Live\_Water=no->mammals

Blood\_Type=warm^Live\_Water=no->birds

Blood\_Type=warm^Live\_Water=yes->mammals

Blood\_Type=warm^Live\_Water=sometimes->birds

Blood\_Type=cold^Live\_Water=no->reptiles

Blood\_Type=cold^Live\_Water=yes->fishes

Blood\_Type=cold^Live\_Water=sometimes->reptiles

Blood\_Type=cold^Live\_Water=sometimes->amphibians

Give\_Birth=yes^Can\_Fly=no->mammals

Give\_Birth=yes^Can\_Fly=no->fishes

Give\_Birth=yes^Can\_Fly=yes->mammals

Give\_Birth=no^Can\_Fly=no->mammals

Give\_Birth=no^Can\_Fly=no->reptiles

Give\_Birth=no^Can\_Fly=no->fishes

Give\_Birth=no^Can\_Fly=no->amphibians

Give\_Birth=no^Can\_Fly=no->birds

Give\_Birth=no^Can\_Fly=yes->birds

Give\_Birth=yes^Live\_Water=no->mammals

Give\_Birth=yes^Live\_Water=yes->mammals

Give\_Birth=yes^Live\_Water=yes->fishes

Give\_Birth=no^Live\_Water=no->mammals

Give\_Birth=no^Live\_Water=no->reptiles

Give\_Birth=no^Live\_Water=no->birds

Give\_Birth=no^Live\_Water=yes->fishes

Give\_Birth=no^Live\_Water=sometimes->reptiles

Give\_Birth=no^Live\_Water=sometimes->amphibians

Give\_Birth=no^Live\_Water=sometimes->birds

Can\_Fly=no^Live\_Water=no->mammals

Can\_Fly=no^Live\_Water=no->reptiles

Can\_Fly=no^Live\_Water=yes->mammals

Can\_Fly=no^Live\_Water=yes->fishes

Can\_Fly=no^Live\_Water=sometimes->reptiles

Can\_Fly=no^Live\_Water=sometimes->amphibians

Can\_Fly=no^Live\_Water=sometimes->birds

Can\_Fly=yes^Live\_Water=no->mammals

Can\_Fly=yes^Live\_Water=no->birds

#### d) Triple attributes rules

Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=no->mammals Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=yes->mammals Blood\_Type=warm^Give\_Birth=no^Can\_Fly=no->mammals Blood\_Type=warm^Give\_Birth=no^Can\_Fly=no->birds Blood\_Type=warm^Give\_Birth=no^Can\_Fly=yes->birds Blood\_Type=cold^Give\_Birth=yes^Can\_Fly=no->fishes Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->reptiles Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->fishes Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->amphibians Blood\_Type=warm^Give\_Birth=yes^Live\_Water=no->mammals Blood\_Type=warm^Give\_Birth=yes^Live\_Water=yes->mammals Blood\_Type=warm^Give\_Birth=no^Live\_Water=no->mammals Blood\_Type=warm^Give\_Birth=no^Live\_Water=no->birds Blood\_Type=warm^Give\_Birth=no^Live\_Water=sometimes->birds Blood Type=cold^Give\_Birth=yes^Live\_Water=yes->fishes Blood\_Type=cold^Give\_Birth=no^Live\_Water=no->reptiles Blood\_Type=cold^Give\_Birth=no^Live\_Water=yes->fishes Blood\_Type=cold^Give\_Birth=no^Live\_Water=sometimes->reptiles Blood\_Type=cold^Give\_Birth=no^Live\_Water=sometimes->amphibians Blood\_Type=warm^Can\_Fly=no^Live\_Water=no->mammals Blood\_Type=warm^Can\_Fly=no^Live\_Water=yes->mammals Blood\_Type=warm^Can\_Fly=no^Live\_Water=sometimes->birds Blood\_Type=warm^Can\_Fly=yes^Live\_Water=no->mammals Blood\_Type=warm^Can\_Fly=yes^Live\_Water=no->birds

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Blood_Type=cold^Can_Fly=no^Live_Water=no->reptiles
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Blood\_Type=cold^Can\_Fly=no^Live\_Water=yes->fishes

Blood\_Type=cold^Can\_Fly=no^Live\_Water=sometimes->reptiles

Blood\_Type=cold^Can\_Fly=no^Live\_Water=sometimes->amphibians

Give\_Birth=yes^Can\_Fly=no^Live\_Water=no->mammals

Give\_Birth=yes^Can\_Fly=no^Live\_Water=yes->mammals

Give\_Birth=yes^Can\_Fly=no^Live\_Water=yes->fishes

Give\_Birth=yes^Can\_Fly=yes^Live\_Water=no->mammals

Give\_Birth=no^Can\_Fly=no^Live\_Water=no->mammals

Give\_Birth=no^Can\_Fly=no^Live\_Water=no->reptiles

Give\_Birth=no^Can\_Fly=no^Live\_Water=yes->fishes

Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes->reptiles

 $\label{lem:condition} Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes-\\ \gt{amphibians}$ 

Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes->birds

Give\_Birth=no^Can\_Fly=yes^Live\_Water=no->birds

e) Total Rule Count: 116

----- All Rules -----

Blood\_Type=warm->mammals

Blood\_Type=warm->birds

Blood\_Type=cold->reptiles

Blood\_Type=cold->fishes

Blood\_Type=cold->amphibians

Give\_Birth=yes->mammals

Give\_Birth=yes->fishes

Give\_Birth=no->mammals

Give\_Birth=no->reptiles

Give\_Birth=no->fishes

Give\_Birth=no->amphibians

Give\_Birth=no->birds

Can\_Fly=no->mammals

Can\_Fly=no->reptiles

Can\_Fly=no->fishes

Can\_Fly=no->amphibians

Can\_Fly=no->birds

Can\_Fly=yes->mammals

Can\_Fly=yes->birds

Live\_Water=no->mammals

Live\_Water=no->reptiles

Live\_Water=no->birds

Live\_Water=yes->mammals

Live\_Water=yes->fishes

Live\_Water=sometimes->reptiles

Live\_Water=sometimes->amphibians

Live\_Water=sometimes->birds

Blood\_Type=warm^Give\_Birth=yes->mammals

Blood\_Type=warm^Give\_Birth=no->mammals

Blood\_Type=warm^Give\_Birth=no->birds

Blood\_Type=cold^Give\_Birth=yes->fishes

Blood\_Type=cold^Give\_Birth=no->reptiles

Blood\_Type=cold^Give\_Birth=no->fishes

Blood\_Type=cold^Give\_Birth=no->amphibians

Blood\_Type=warm^Can\_Fly=no->mammals

Blood\_Type=warm^Can\_Fly=no->birds

Blood\_Type=warm^Can\_Fly=yes->mammals

Blood\_Type=warm^Can\_Fly=yes->birds

Blood\_Type=cold^Can\_Fly=no->reptiles

Blood\_Type=cold^Can\_Fly=no->fishes

Blood\_Type=cold^Can\_Fly=no->amphibians

Blood\_Type=warm^Live\_Water=no->mammals

Blood\_Type=warm^Live\_Water=no->birds

Blood\_Type=warm^Live\_Water=yes->mammals

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Blood_Type=warm^Live_Water=sometimes->birds
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Blood\_Type=cold^Live\_Water=no->reptiles

Blood\_Type=cold^Live\_Water=yes->fishes

Blood\_Type=cold^Live\_Water=sometimes->reptiles

Blood\_Type=cold^Live\_Water=sometimes->amphibians

Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=no->mammals

 $Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=yes-> mammals$ 

Blood\_Type=warm^Give\_Birth=no^Can\_Fly=no->mammals

Blood\_Type=warm^Give\_Birth=no^Can\_Fly=no->birds

Blood\_Type=warm^Give\_Birth=no^Can\_Fly=yes->birds

 ${\sf Blood\_Type=cold^Give\_Birth=yes^Can\_Fly=no->fishes}$ 

Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->reptiles

Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->fishes

Blood\_Type=cold^Give\_Birth=no^Can\_Fly=no->amphibians

Blood\_Type=warm^Give\_Birth=yes^Live\_Water=no->mammals

Blood\_Type=warm^Give\_Birth=yes^Live\_Water=yes->mammals

Blood\_Type=warm^Give\_Birth=no^Live\_Water=no->mammals

Blood\_Type=warm^Give\_Birth=no^Live\_Water=no->birds

Blood\_Type=warm^Give\_Birth=no^Live\_Water=sometimes->birds

Blood\_Type=cold^Give\_Birth=yes^Live\_Water=yes->fishes

Blood\_Type=cold^Give\_Birth=no^Live\_Water=no->reptiles

Blood\_Type=cold^Give\_Birth=no^Live\_Water=yes->fishes

Blood\_Type=cold^Give\_Birth=no^Live\_Water=sometimes->reptiles

 $Blood\_Type = cold \land Give\_Birth = no \land Live\_Water = sometimes - \\ \gt{amphibians}$ 

Blood\_Type=warm^Can\_Fly=no^Live\_Water=no->mammals

Blood\_Type=warm^Can\_Fly=no^Live\_Water=yes->mammals

Blood\_Type=warm^Can\_Fly=no^Live\_Water=sometimes->birds

Blood\_Type=warm^Can\_Fly=yes^Live\_Water=no->mammals

Blood\_Type=warm^Can\_Fly=yes^Live\_Water=no->birds

Blood\_Type=cold^Can\_Fly=no^Live\_Water=no->reptiles

Blood\_Type=cold^Can\_Fly=no^Live\_Water=yes->fishes

Blood\_Type=cold^Can\_Fly=no^Live\_Water=sometimes->reptiles

Blood\_Type=cold^Can\_Fly=no^Live\_Water=sometimes->amphibians

Give\_Birth=yes^Can\_Fly=no->mammals

Give\_Birth=yes^Can\_Fly=no->fishes

Give\_Birth=yes^Can\_Fly=yes->mammals

Give\_Birth=no^Can\_Fly=no->mammals

Give\_Birth=no^Can\_Fly=no->reptiles

Give\_Birth=no^Can\_Fly=no->fishes

Give\_Birth=no^Can\_Fly=no->amphibians

Give\_Birth=no^Can\_Fly=no->birds

Give\_Birth=no^Can\_Fly=yes->birds

Give\_Birth=yes^Live\_Water=no->mammals

Give\_Birth=yes^Live\_Water=yes->mammals

Give\_Birth=yes^Live\_Water=yes->fishes

Give\_Birth=no^Live\_Water=no->mammals

Give\_Birth=no^Live\_Water=no->reptiles

Give\_Birth=no^Live\_Water=no->birds

Give\_Birth=no^Live\_Water=yes->fishes

Give\_Birth=no^Live\_Water=sometimes->reptiles

Give\_Birth=no^Live\_Water=sometimes->amphibians

Give\_Birth=no^Live\_Water=sometimes->birds

Give\_Birth=yes^Can\_Fly=no^Live\_Water=no->mammals

Give\_Birth=yes^Can\_Fly=no^Live\_Water=yes->mammals

Give\_Birth=yes^Can\_Fly=no^Live\_Water=yes->fishes

Give\_Birth=yes^Can\_Fly=yes^Live\_Water=no->mammals

Give\_Birth=no^Can\_Fly=no^Live\_Water=no->mammals

Give\_Birth=no^Can\_Fly=no^Live\_Water=no->reptiles

Give\_Birth=no^Can\_Fly=no^Live\_Water=yes->fishes

Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes->reptiles

Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes->amphibians

Give\_Birth=no^Can\_Fly=no^Live\_Water=sometimes->birds

Give\_Birth=no^Can\_Fly=yes^Live\_Water=no->birds

Can\_Fly=no^Live\_Water=no->mammals

Can\_Fly=no^Live\_Water=no->reptiles

Can\_Fly=no^Live\_Water=yes->mammals

Can\_Fly=no^Live\_Water=yes->fishes

Can\_Fly=no^Live\_Water=sometimes->reptiles

Can\_Fly=no^Live\_Water=sometimes->amphibians

Can\_Fly=no^Live\_Water=sometimes->birds

Can\_Fly=yes^Live\_Water=no->mammals

Can\_Fly=yes^Live\_Water=no->birds

f)

## Top 10 rules by Coverage:

- 1. Can\_Fly=no->mammals
- 2. Can\_Fly=no->reptiles
- 3. Can Fly=no->fishes
- 4. Can\_Fly=no->amphibians
- 5. Can Fly=no->birds
- 6. Give\_Birth=no->mammals
- 7. Give\_Birth=no->reptiles
- 8. Give Birth=no->fishes
- 9. Give\_Birth=no->amphibians
- 10. Give\_Birth=no->birds

## Top 10 rules by Accuracy:

- 1. Blood\_Type=warm^Give\_Birth=yes->mammals
- 2. Blood\_Type=cold^Give\_Birth=yes->fishes
- 3. Blood\_Type=warm^Live\_Water=yes->mammals
- 4. Blood\_Type=warm^Live\_Water=sometimes->birds
- 5. Blood\_Type=cold^Live\_Water=no->reptiles
- 6. Blood Type=cold^Live Water=yes->fishes
- 7. Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=no->mammals
- 8. Blood\_Type=warm^Give\_Birth=yes^Can\_Fly=yes->mammals
- 9. Blood Type=warm^Give Birth=no^Can Fly=yes->birds
- 10. Blood\_Type=cold^Give\_Birth=yes^Can\_Fly=no->fishes

## g)

## Class predictions by Coverage

ID	Blood_Type	Give_Birth	Can_Fly	Live_Water	Class
Record1	warm	no	yes	no	mammals
Record2	warm	yes	no	yes	mammals
Record3	cold	yes	no	no	mammals
Record4	cold	no	no	yes	mammals

For record 1 -> 6 7 8 9 10 triggered and 6 selected by order

For record 2 -> 1 2 3 4 5 triggered and 1 selected by order

For record 3 -> 1 2 3 4 5 triggered and 1 selected by order

For record 4 -> All triggered and 1 selected by order

## Class predictions by Accuracy

ID	Blood_Type	Give_Birth	Can_Fly	Live_Water	Class
Record1	warm	no	yes	no	birds
Record2	warm	yes	no	yes	mammals
Record3	cold	yes	no	no	fishes
Record4	cold	no	no	yes	fishes

For record 1 -> Only 9 triggered

For record 2 -> 1, 3, 7 triggered and 1 selected by order

For record 3 -> 2, 5, 10 triggered and 2 selected by order

For record 4 -> Only 6 triggered